

# ANGRY GHOSTS

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You're a ghost. An angry ghost. You hate the living. Your only pleasure is murder. That relieves your torment.

You can play alone. GM is not necessary.

Where is the story goes? [some ideas: mansion, museum, hospital, dark forest]  
What people are in place?  
How is your appearance?

Your actions are limited by your level of power. (start with 0)

## Level 0:

Making Noises  
Moving Objects  
Turn On

## Level 1:

Manifest  
Possess  
Create Illusions

## Level 2:

Physical Attack

When you want to perform some action (if your level allows) sum 2d6 and add your level of power.

A total of...

**6 or less** = failure - do not achieve what you propose. ENERGY-1.

**7-9** = partial success - you achieve your goal, but not with the intensity that you expect. ENERGY+1

**10-11** = success - manage what you have proposed. ENERGY+2

**12+** = critical success - immaculate success. Get +1 on your next roll. ENERGY+3

Describe what happens according to the value obtained.

At the beginning your energy is 0. When you get to 5, you raise the level of power and your energy returns to 0.